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# Late Breaking Announcement From Brøderbund

Dear PlayMaker Football Fans,

As most of you are aware, we were hoping to release the 2.0 upgrade of Mac PlayMaker Football in the fall of 1991. Unfortunately, a variety of factors conspired to make this impossible. Brian Brinkmann, PlayMaker's creator, went through a job change and major relocation while the upgrade was in progress, and we ran into some sticky bugs in the testing process.

Earlier this year, while the upgrade was still being completed, we decided to hold the release until August. This decision was necessitated by the fact that software stores delist titles which don't meet sales minimums. This was a big concern, since football games do not sell in enough quantities during the off-season to remain on the store shelves through the spring and summer.

If we released the product in spring, there was a good chance it would be off the shelves by September, and given the way the dealer channel works, it would be difficult to get shelf space again in the fall.

The overwhelming demand from PlayMaker fans, however, gave us reason to rethink our decision, and I'm happy to say that we now plan to release the Mac 2.0 upgrade of PlayMaker Football in late May (it's currently in testing) and we'll do what we can to ensure shelf space for the fall.

Now, a few words about the upgrade itself. Since PlayMaker's original release, we received many excellent suggestions for new features and enhancements, all of which were considered for inclusion in the 2.0 upgrade. Unfortunately, Brian and I were faced with time limitations and technical constraints, forcing us to make some difficult decisions about which features would "make the cut".

By way of a little sneak preview, here is a glimpse at some of the new features that PlayMaker Football 2.0 will sport:

Color graphics - including the ability to choose the jersey color for your team. Yes, when your team is visiting, they wear white jerseys.

Instant replay - Given the way PlayMaker determines the individual actions of each player on the field, this was not an easy feature to implement, but Brian finally got it working, and after each play normal motion and single step replays are possible.

Illegal formations - PlayMaker now correctly recognizes illegal formations and ineligible receivers. This should put to rest most of the rules controversies that exist in the on-line leagues.

Hash marks in the AI - You can now specify from which side of the field you want your plays to run.

Overtime - An obvious necessity.

Improved defense - Brian improved the setup logic for the defense, and the Shading instruction can now be assigned to linebackers.

More teams - There are a total of 26 teams that come with the new version. Some of the old ones were removed, and we added several new ones. In case you're curious, the teams which were selected from the on-line leagues are the: Chowderheads, Medflies, Panzers, Plague, Snipers and Wingsters.

Again, please accept our apologies for the release delay. Brian and I truly appreciate your continued enthusiasm and support for PlayMaker Football, we just ask that you please hang in there for a little while longer!

Sincerely,

Ed Badasov  
Senior Product Manager